



# Unfinished

Stew Wilson

You died and won't move on.

What's your unfinished business?

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1. Answer three:

- How you died:
- Who remembers you:
- What you regret:
- Why won't you rest?

2. Reveal your answers. Answer the last one so it links your character to another.

3. Talk with the other players about what your ghosts can do.

- How do you contact the living?
- Can you move things?
- How hard is it to do?

4. Take it in turns to run a scene: describe a situation that reflects another character's answers. Start *in media res*, so characters have to engage the situation.

5. Each character whose response to the situation directly involves one of their answers rolls one six-sided die per question they haven't crossed. On any 6, cross out the answer. You can't use or roll for that answer again.

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When you cross out your last question, you fade away.

You have nothing left unfinished.